

Application No. 09/657,154  
Amdt. Dated August 20, 2003  
Reply to Office Action of March 20, 2003

**Amendments to the Specification**

Please amend the paragraphs beginning at page 5, line 2, through page 6, line 6, as indicated below:

- - In the above-described game apparatus, it is possible that on the display screen, a plurality of ~~indicative~~ positions to which the game player can ~~indicate~~ respond are displayed, and a command mark ~~is blown out~~ appears at a preset ~~blowout~~ appearance position and moved to one of said plurality of ~~indicative~~ positions; and the control unit judges at a timing that the command mark arrives at said one of the ~~indicative~~ positions whether or not the game player has ~~indicated~~ responded to said one of the ~~indicative~~ positions.

B 1  
In the above-described game apparatus, it is possible that the command mark contains a command of a specific operation; the control unit judges at a timing that the command mark arrives at said one of the ~~indicative~~ positions whether or not the game player has made the specific operation.

In the above-described game apparatus, it is possible that the light emitter is provided on the operation device operated by the game player in the hand; said plurality of ~~indicative~~ positions are displayed at locations where the game player can operate the control unit with himself positioned at the center.

In the above-described game apparatus, it is possible that the light emitter is put on a part of the body of the game player; and said plurality of ~~indicative~~ positions are displayed at locations where the game player can operate the control unit with himself at the center. --

Application No. 09/657,154  
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Please amend the paragraph beginning at page 6, line 15, through page 7, line 2, as indicated below:

2  
p  
-- In the above-described game apparatus, it is possible that on the display screen, a plurality of ~~indicative~~ positions to which the game player can ~~indicate~~ respond are displayed, and a command mark ~~is blown out~~ appears at a preset ~~blowout~~ appearance position and moved to one of said plurality of ~~indicative~~ positions; and the control unit judges at a timing that the command mark arrives at said one of the ~~indicative~~ positions whether or not the game player has ~~indicated~~ responded to said one of the ~~indicative~~ positions, and a ~~judgement~~ judgment result is displayed near the appearance position of the ~~blowout~~ position. --

Please amend the paragraphs beginning at page 7, line 7 through line 21, as indicated below:

-- In the above-described game apparatus, it is possible that a plurality of ~~indicative~~ positions to which the game player can ~~indicate~~ respond are displayed on the display screen; and the control unit allocate operation sound to said plurality of ~~indicative~~ positions, and when the game player operates, the operation sounds which are different corresponding to said plurality of ~~indicative~~ positions are generated.

3  
p  
In the above-described game apparatus, it is possible that a plurality of ~~indicative~~ positions to which the game player can ~~indicate~~ respond are displayed on the display screen; and the control unit temporarily prohibits a an operation of ~~indicating~~ responding to one selected out of said plurality of ~~indicative~~ positions, and displays that the ~~indicative~~ position is prohibited. --

Application No. 09/657,154

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Please amend the paragraph beginning at page 8, line 8 through line 11, as indicated below:

<sup>84</sup> -- In the above-described game apparatus, it is possible that said plurality of ~~indicative~~ positions are different from each other corresponding to a height of the game player. --